Instruction Booklet

ABSOLUTE

SUPER NINTENDO

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ABSOLUTE

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

1. Always turn the power off before inserting or removing the Game Pak from your Super Nintendo Entertainment System.
2. This is a high precision game. It should not be stored in places that are very hot or very cold.
3. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.

LICENSED BY

Nintendo

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ABSOLUTE

SETTING THE SCENE

Earth is under attack from the evil commander Borf. Using the deadly infanto Ray he plans to turn the population into babies allowing him to conquer the planet with ease.

You are Dexter, defender of truth, justice and the planet earth. Surely you can defeat Borf and his aliens.

Unfortunately, you've been shot by the Infanto Ray yourself and turned into a kid. To make matters worse, your girlfriend, Kimmy has been captured by Borf himself.

Your task is to rescue Kimmy, regain your manhood and save the earth. Sounds easy, huh?

GETTING STARTED

START

1. Ensure the power is switched OFF.

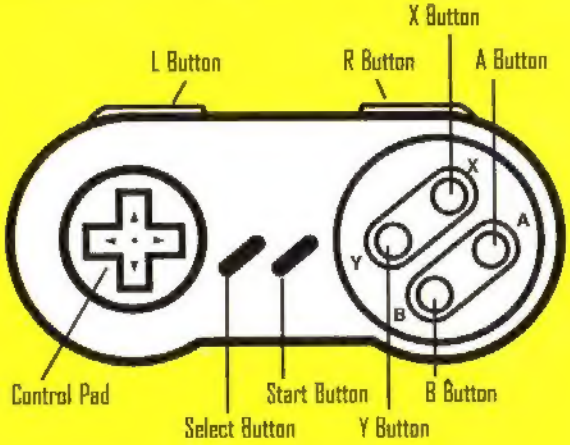
2. Insert the SPACE ACE Game Pak into your Super NES and turn the power switch ON.

3. After the SPACE ACE logo has appeared the game will cycle through a short animation sequence setting the scene. The game can be started at any point by simply pressing START.

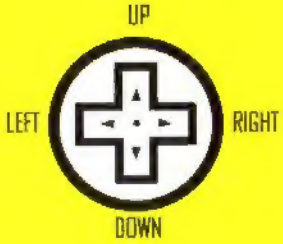
4. It is possible to enter the OPTIONS SCREEN from here by pressing SELECT.

THE CONTROLLER

Use the diagram below to familiarize yourself with the Super Nintendo Controller.



THE CONTROL PAD



KEY OPERATIONS IN THE GAME

START button: PAUSE THE GAME
Press START again to unpause.

Up/Down:
Left/Right: MOVEMENT
This is achieved using the Control Pad on all levels except the 2 maze levels. In these levels simply use the Left/Right to rotate the whole screen left and right.

Y button: FIRE
Note that you are only able to fire once you have ENERGIZED.

X button: MOVE SIGHT LEFT
Only if there is a target for you to fire at.

A button: MOVE SIGHT RIGHT
Only if there is a target for you to fire at.

L button: ENERGIZE
This can only be done when the watch flashes ENERGIZE at set points in certain levels.

R button: DISPLAY WATCH
This button pulls the watch back onto the screen.

B button: JUMP
The longer the button is pressed, the higher Dex will jump.

B button: TURBO
In the Space Maze this button makes STARPAK move faster through the maze.

B button: WHEELIE
In the Motorcycle Chase Dexter pulls a wheelie on his motorcycle which allows him to jump further off the ramps.

PLAYING THE GAME

Dexter may be just a little kid, but he has a big task on his hands: rescue Kimmy, regain his manhood and save the planet earth.

In the game, most of the levels scroll automatically forcing Dexter to keep up with the action. If he does not keep up, he risks an untimely end. As he moves around, he must jump chasms using the "B" Button. Pressing the button for longer makes him jump further. He cannot change direction in mid-jump unless he is wearing rocket skates.

If Dexter runs to the edge of a cliff, he teeters momentarily on the edge. If this happens run away from the edge to prevent falling. If he jumps while teetering he will jump straight up in the air. However, if a direction is held down and he jumps again he will jump in that direction.

Most levels have ENERGIZE points where Dexter can briefly regain his manhood and explore new areas. While he is energized he has power in the form of a lasergun. The power of the gun is indicated by the S and P columns in his TV watch. S represents speed of sight movement and P represents power.

Each level can be completed without energizing and will be simpler to play.

Colliding with any aliens, being hit by laser fire, or falling off a surface will result in a final sequence being shown on the TV watch.

In order for Dexter to shoot the aliens he must first have energized. Then when they appear, press the "A" & "X" Buttons to move the sights to the desired target. Only when the sight has 'locked-on' can the target be shot at using the "Y" button. Note that some targets take multiple shots, especially if the laser is not too powerful.

MODES OF TRANSPORT

Most levels involve Dexter running and jumping but there are some special levels:

STARPAK: In the SPACE MAZE guide Starpak through a rotating maze, destroying the asteroids along the way. In the FIGHTER CHASE ESCAPE Starpak is flown vertically up the screen.

FLYING SAUCER: Fly a flying saucer through the dangerous POWER TUBE.

ROCKET SKATES: Using rocket skates Dexter must steer though a ROCKET SKATE maze. Dexter can now steer in mid-jump but not if he hits a ramp and does a mega jump.

MOTORCYCLE: Zoom through the MOTORCYCLE MAZE with wheelies and ramps.

AQUABOOM: Survive the UNDERWATER CAVERN with permanent laser fire.

WEAPONS AND POWER-UPS

While energized, Dexter can fire his laser gun. Note that on some of the later levels he is permanently energized.

There are also several power -ups that can be collected.

Green Disk: Increase laser power. This means that your shots do greater damage.

Blue Disk: Faster Sight. This means you can "lock-on" to targets more quickly.

Red Disk: Time Warp. This allows you to practice any level that you have reached at the end of the game.

White Disk: Extra Life. You start with 5 but you may need more!

SPACE MAZE

The second level that you reach is the SPACE MAZE which has several unique aspects. This level contains entrances to 6 new levels immediately with a seventh one opening when the 6 have been completed in whatever order you like - you just have to find them.

There are three types of warp gates in the maze:

RED: Active warp to another level.

BLUE: Inactive warp to another level.

GREEN: Recharge shields (This will cost you points).

Starpak has four shields which protect it from some collision. Beware of the hypercharged blue walls which drain all shield energy and the green asteroids which cannot be blocked by shields.

TV WATCH

The watch displays your score, remaining lives and power statistics.

The columns E, S, and P represent:

E: Extra Tries (Time Warps)

S: Speed Up (Faster Moving Sight)

P: Power Up (More Powerful Weapon)

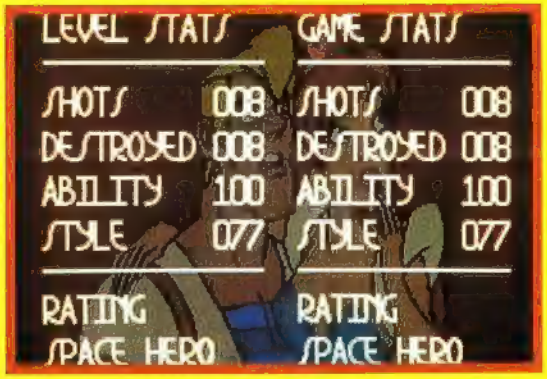
The watch will also display action clips from the laser disk original.

SCORING & RATING

Points are awarded for many things, including just staying alive on the non maze levels. However, you lose points when moving around the mazes, so get a move on!

When you complete a level you are given a rating. It is up to you to work out how this rating is calculated. Bonus points from 1000 to 500,000 are awarded for completing a level.

Extra lives are awarded at 500,000 points, 1,000,000 and every 1,000,000 points thereafter.

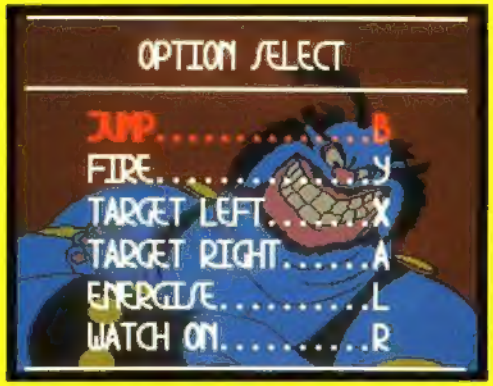


OPTIONS SCREEN

The Options Screen can be entered from the title screen by pressing SELECT and this allows you to customize the controls.

All of the buttons except START can be redefined by the user.

Press SELECT again to return to the title screen.



HINTS & TIPS

1. Look out for areas that seem to have no apparent purpose. You never know, there may be something interesting nearby.

2. If you keep getting a low Style rating, try resting you trigger finger. If you get a low Ability rating you are resting it too much!

3. Not energizing, though bad for your ratings and score, can simplify a level significantly.

4. To speed up the linking sections, simply keep a button held down.

5. Many levels contain secret areas. Watch out for "Spatial Distortion" which indicates that the entrance to a secret area is nearby. It is up to you to work out how to get through but bear in mind that only young Dexter is small enough to enter.

6. To reach the ultimate ending a rating of ACE must be achieved on all levels!

7. Follow the instructions carefully.

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